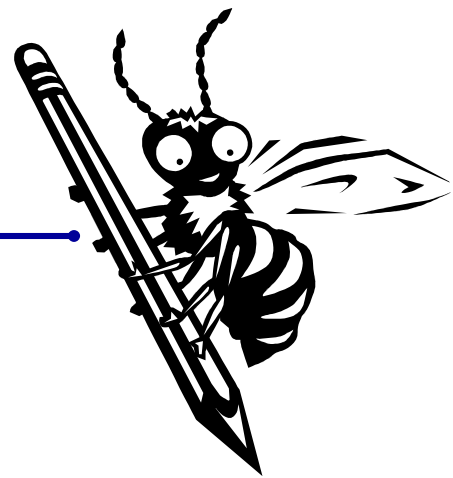


Youth Services Notes



February 22, 2010, Issue 11

Summer Reading Program

Caroline and Frank Mouris of Mouris Squared have given Public Libraries in Virginia permission to use their 30-second clip "Grab a Book" It is available on YouTube in English and Spanish. Closed Caption version will be added later. You may use it on your web pages, within the library, or any other way you can creatively think to use it throughout the year.

Mouris Squared also lifted the sound off the clip — which may be used as a radio public service announcement and any other way you might want to use it.

Marcia & Woody McKenzie, "The McKenzies" wrote . . . every summer we play for at least a few Virginia public libraries for their Summer Reading Program. We are already booked with a couple of library systems for 2010. The SRP theme this year is "Hook a Book." We try to choose songs to fit the theme, and if we can't find enough we like we sometimes just write one! We recently wrote new lyrics to "Crawdad Hole" and call it "Hook a Book." . . . We'd be happy for them to use these in any way they think might be helpful to promote their summer reading program - post the words, link to the sound file or whatever.



"The McKenzies" www.mckenziemusic.com

Summer Reading Program Resources

*are available for downloading
from the Library of Virginia's
Virginia Public Library Extranet*

- ☑ Video Clips
- ☑ Radio Announcement
- ☑ Music and lyrics
- ☑ Clip art

www.vpl.lib.va.us/youth/programs/srp/index.asp

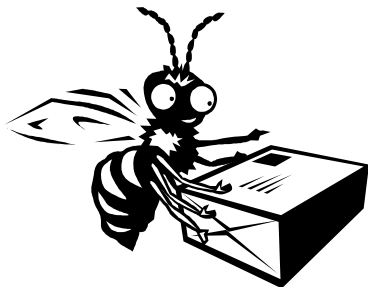
Points of Interest

- Library of Virginia Mini Grant Applications are due March 15. Applications and information may be found at www.vpl.lib.va.us/funding/index.asp
- Winter Reading Program — A generic reading book log is available for libraries to download and use at <http://virginialibraries.pbworks.com/>
- Extra winter reading program materials are available:
 - Approximately 200 winter reading program booklogs
 - Stickers
 - Sticker Sheets—aka bunny trail
 - Book Boosters
 - Early Literacy Cards
- To see back issues of **Library Notes**, go to <http://virginialibraries.pbworks.com/>

Baby snake "Mama are we
poisonous?
Mama Snake "Why do you ask?"
Baby snake "I just bit my tongue"

Taken from the
Pretty Good Joke Book

from PubYac



I recently posted a request for feedback/experience in doing gaming programs for kids grades 4-6.

THANK YOU all for your responses - they were so helpful!!

Here's a compilation:

Mary Gleason
Children's Librarian
Irondequoit Public
Library
Rochester, NY

Gaming Programs

We do a bi-monthly Guitar hero tournament or open play. Mario Kart is a great one as well. Dance Revolution is a good one to get them moving. *Robin Hohn*

I'm still working at getting my gaming program off the ground. We have different activities each week - board games, card games, Mariokart, and open Wii, where the kids can bring their own games. We have Mariokart just once b/c frankly the little noises drive me BATTY. Our other wii games are Wii play, Wii sports, and Super Mario Bros. (which also has irritating sounds). I've had kids ask for Wii star wars, Wii lego star wars, and some kids bring games - mostly Sonic the Hedgehog. *Jennifer Wharton, Matheson Memorial Library*



I do a gaming program once a month. I use the Wii sports that came with the system, but other games such as Mario Kart and Mario Party are games that are appropriate for the kids. You can always look into getting classic games like Pacman for you Playstation. *Sarah Gallien, Buffalo & Erie County Public Library*

We do this at our library - the second Saturday of every month. Board games are set out to play as kids wait their turn at Wii games. Although it sounds weird, some of the most used games (by all ages including the YA crowd) are things like Candyland, Memory, Chutes and Ladders, and checkers. I think because everyone knows the rules and they are fairly quick and easy to play while waiting.

Linda Ackerman, Portland Public Library, Portland TN

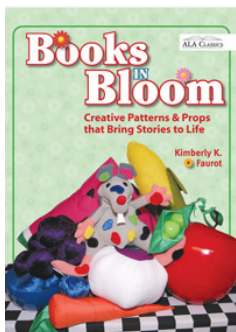
I run a monthly gaming club for grades 4-8, and we do online games on the pc and Wii games. I come up with 3 challenges for each event; each one is a different game. (PC games often include Runescape, AdventureQuest, Popcap games.) For Wii, I've used Boom Blox, the NEW Super Mario Brothers, MarioKart, and Super Smash Brothers (which is rated T for Teen). They've also asked me to do Super Mario Galaxy and Mario Party 8. *Sarah Ehlers, Frankfort Public LibraryFrankfort, IL*

I've been having monthly (or thereabouts) 2-hour gaming programs on Saturday usually 2-4 p.m.) with the Wii, Xbox 360, PS3, and board games for TEENS for several months now. Attendance is not super high, but steady. Everyone takes turns very well and there's a lot of interaction. Sometimes parents or grandparents come along and they all play rock band or board games. The teens usually stay the entire two hours, so I serve snacks at these. (Our Friends group pays for them.) I have now added "Family Gaming Fun" to our schedule, but those sessions are held in the morning from 10-12 when the teens have the 2-4 time. Adults are required to participate with the children because these are intended as "family" events...no dropping off kids or sitting and watching. In my experience, younger kids do not take turns quite so well and also need more help interpreting what to do in a game that is new to them. I do NOT serve snacks at these because we're not encouraging families to spend the whole two hours playing games.

Cindy Rider, Vigo County Public Library Terre Haute, IN

(Continued on page 4)

Upcoming Workshops



Bringing Your Storytimes to Life Using Puppets and Pizzazz

Presented by

Kimberly Faurot

9:30 a.m. to 3:30 p.m.

Abingdon - Monday, April 26, 2010

Lynchburg - Tuesday, April 27, 2010

Chinn Park - Thursday, April 29, 2010

Richmond - Friday, April 30, 2010

Kimberly Faurot is the author of **Books in Bloom: Creative Patterns & Props that Bring Stories to Life**, **Mother Goose Rhyme Time series** and **Storytime Around the Year**. Kim will showcase different methods of presenting children's literature in alternative ways, as well as suggestions for creatively integrating early literacy concepts into storytime programming. Both simple and complex presentation ideas will be included, as well as an overview of rudimentary puppetry techniques. Her books will be sold at the workshop. Cost \$25.00 (includes light brunch and box lunch)

To register for the workshop go to <http://host5.evanced.info/lva/evanced/eventcalendar.asp> and click on date of the program. For more information, contact Enid Costley.

I am Moving, I am Learning

I Am Moving, I Am Learning, a successful initiative of the Office of Head Start Region III, reinforces the fact that being physically fit fosters healthy early childhood development and successful learning. Plus moving and kinesthetic learning is fun! During this training workshop, you will learn strategies and resources for integrating and incorporating movement and healthy nutrition choices within a preschool program and/or Head Start curricula. Cost \$25.00 (includes light brunch and box lunch) To register for the workshop go to <http://host5.evanced.info/lva/evanced/eventcalendar.asp> and click on the date of the program

May 3Franklin

May 6Lynchburg

May 11Culpeper

May 21Wytheville

May 25Richmond

May 27Woodridge



Early Childhood Development: The Foundation of Virginia's 21st Century Workforce.

March 2, 2010

8:30 a.m. – 3:30 p.m.

Institute for Advanced Learning and Research

150 Slayton Avenue, Danville, VA 24540

Sponsored by Virginia Early Childhood Foundation

Registration is FREE! Breakfast and Lunch are included.

REGISTER ON-LINE at http://www.vecf.org/summit_information

Gaming Programs *(Continued from page 2)*

We have a weekly gaming program called Game On! We do this every Friday afternoon and it has been a huge success. We have a Wii and an X-Box. We use several board games including chess (we have a huge chess playing community here), checkers, Monopoly, Life, Risk and Settlers. Friday afternoons can be almost lethal in our library. The kids arrive and don't leave until its closing time at 6. Our afterschool homework help group doesn't meet so we have hordes of kids who have absolutely nothing to do but congregate. Of course this leads to BIG behavior problems but for the most part, Game On! has solved much of this problem for us.

Allison Santos, Princeton Public Library, Princeton, NJ

I do a weekly after-school program with grades 6-8 here. We so far are sticking to our Xbox or Wii games. The kids really liked Rock Band and Guitar Hero at first, but they got bored with those quickly. I was surprised at how much they love the Wii Fit, though. That's been the most popular so far. They also enjoy some of the other game-type Wii games (mini golf, beach party, etc.) I try to come up with a prize every week (an old ARC or a discarded book, stickers even or anything else I can dig up for mostly free) and that keeps them a) interested in the game of the week and b) coming back. Have food for them and don't yell too much and you'll get a great turn out. *Sarah Morrison, La Porte County Public Library*

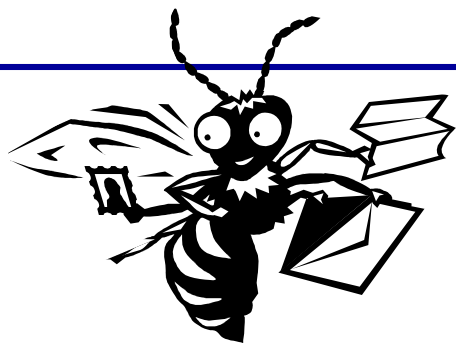


Have you read Eli Neiburger's book "Gamers... in the Library?! The Why, What, and How of Videogame Tournaments for All Ages"? I would highly recommend it. While I haven't yet set up a gaming program myself, I'm a library science student and I found his book very useful while researching the topic for school. <http://www.alastore.ala.org/detail.aspx?ID=2328> *Tony Hirt, Pratt Institute - School of Information and Library Science*

I do a gaming program for our department for 2-6 graders on the Wii, the program is about 2 hours long and we set up 2 wii's. I have kids playing Super Smash Bros. Brawl, Mario Kart, Boom Blox Bash Party and Pokemon Battle Revolution. We also have two Nintendo DS's with Pokemon Games to use if the kids don't have their own for Pokemon Battle Revolution. We have the program once a month and get anywhere between 10-20 kids per session. We also have 2 Xbox 360's and have started a separate program for the same age range for Rock Band 2. It has also been doing well. I would also suggest looking at the Ann Arbor Public Library District website as they have a very large gaming program. *Tiffany Lewis, Eisenhower Public Library District, Harwood Heights, IL*

I run a tween gaming program for grades 4-6. We have a Wii, and we've had a lot of success with MarioKart, Super Mario Brothers, an Wii Sports. The most important thing for us is finding four-player games that aren't too hard to learn - we tried Wii Music once and it was a disaster, because no one could figure out what they were supposed to do. Not fun. With our older teens, Guitar Hero and SingStar have been popular - the tweens aren't patient enough to wait for their turn when only one or two people can play at a time. Similarly, you have to be careful on Wii Sports - some of the games (bowling!) take a really long time, and some only allow two players.

Amanda Crowley, Melrose Park Public Library



Notes from the Desk of the Children's and Youth Services Consultant

Enid Costley
Library Development and Networking
Library of Virginia
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Richmond, Virginia 23219
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Fax: 804.692.3771
E-mail: enid.costley@lva.virginia.gov
Extranet www.vpl.lib.va.us/

Nominations

The Library of Virginia is accepting nominations to the **Youth Services Advisory Committee**. You may nominate yourself.

Applications are found at
<http://virginialibraries.pbworks.com/>
Due February 26, 2010

Winter Reading Program

May I please have pictures, news releases and final numbers of participation for your winter reading program?

Last year I used this information to create a scrapbook which was shown to the LVA board and LVA Foundation. It made quite an impression and made it much easier for them to say YES when I asked them for help with public library projects.

JMRL Reads!

www.jmrl.org/wiki

What is "JMRL Reads"? It's a wiki, started by Jefferson-Madison Regional Library staff, that you can use to find interesting and great suggestions for reading in many categories and genres, both fiction and non-fiction, for adults, teens, and kids.

What's a wiki? It's a kind of software that allows users to add content, mining the "wisdom of the crowd" to create a useful information base or resource. "JMRL Reads" can accept text, webpage links, or links to podcasts or videocasts and use the same software as Wikipedia! Anyone can edit the wiki! You just need to be a registered user to edit (it's easy to register and to edit) and you don't need to register at all just to search or look at the wiki.

What's In the wiki? Suggestions for reading in the form of articles and lists written by staff at JMRL and other local editors! For example: Need that next great read after Twilight? Check out the wiki article "Books with Bite: Attack of the Vampire" in the category "Young Adult". There are 46 other articles in the young adult category! Do you prefer literary fiction? The article "Adult Literary Fiction" has enough suggestions to keep you in reading for quite a while. Do you like to read memoirs? The article "Outstanding Memoirs" has many great and unusual suggestions. Are you a mystery reader? "Crime in Cold Places" is a wiki article you shouldn't miss.

There are many articles with children's reading suggestions too.

"JMRL Reads" is organized by useful reading categories (click on "categories" in the left sidebar) or you can just use the search box to find what you're looking for.

